NES-PP-USA

POPEYE™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Popeye ★ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Popeye and Brutus are at it again in this video contest for Olive Oyl's affection. As Popeye, you must battle the likes of Brutus and the Sea Hag while you race to collect all of the floating hearts that Olive tosses to you. Once you have spinach power, Popeye can conquer all, but without it, watch out!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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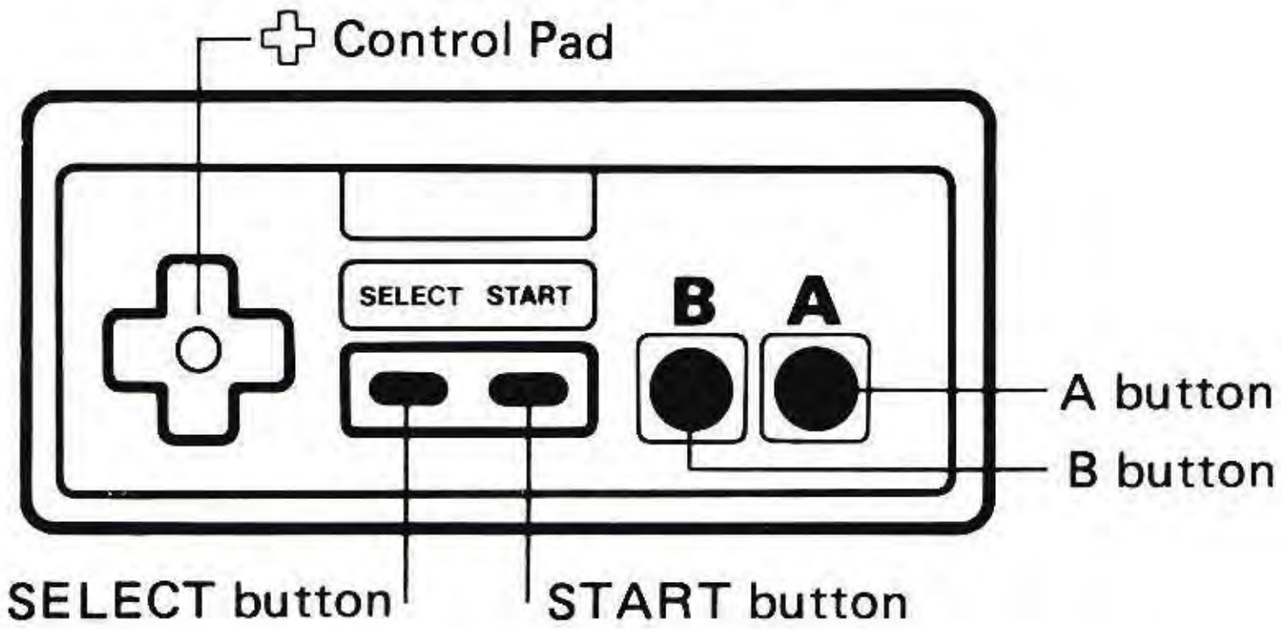
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — For playing alone.
Controller 2 — For second player in 2 player games.

Controller 1/Controller 2

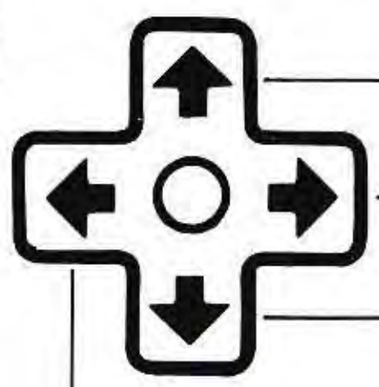


A button
He Punches.

B button
Not Used.

Control Pad

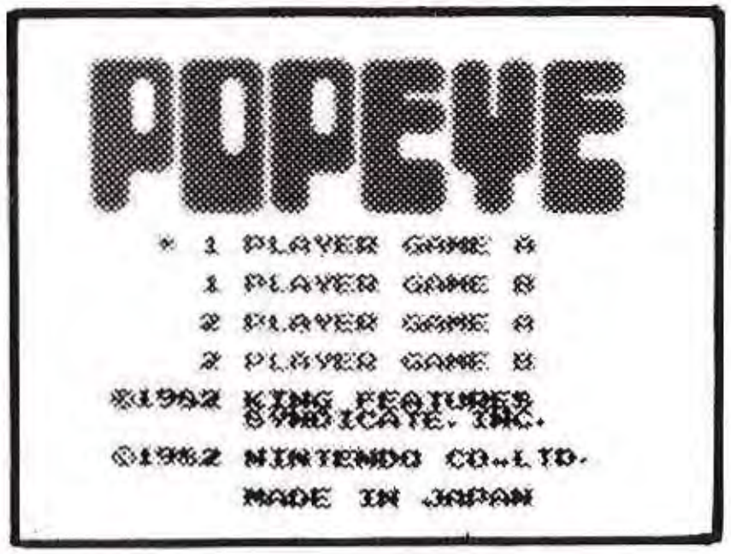
Moves Popeye



He Climbs up Ladders and Stairs.
He Walks to the Right.
He Climbs Down Ladders and Stairs.
He Walks to the Left.

*Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A — Beginner
1-Player game B — Expert
2-Player game A — Beginners
2-Player game B — Experts

The Select button will not work once the game has begun.

START button

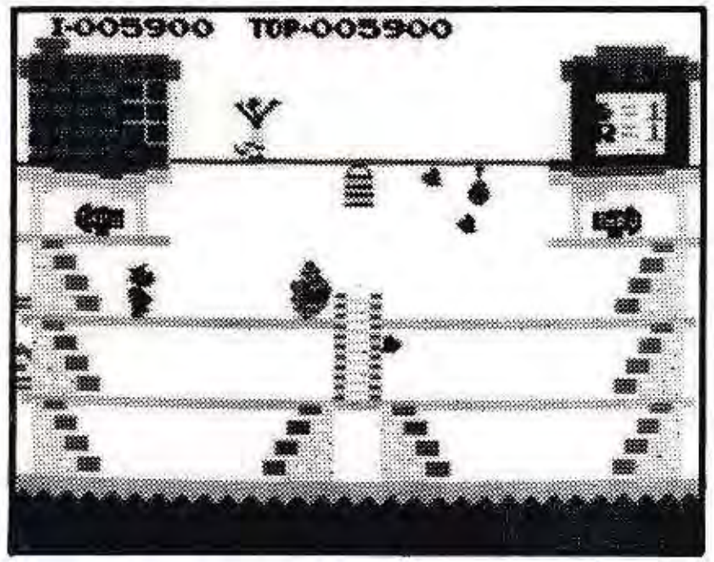
Press this button to begin.

Pause:

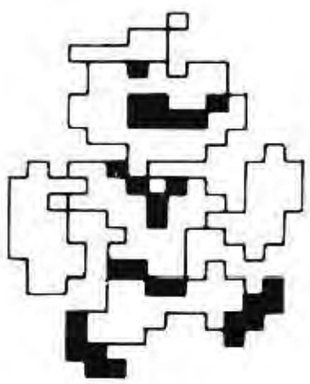
If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games.
* Use Controller 1 and 2 for 2 Player games.

3. HOW TO PLAY

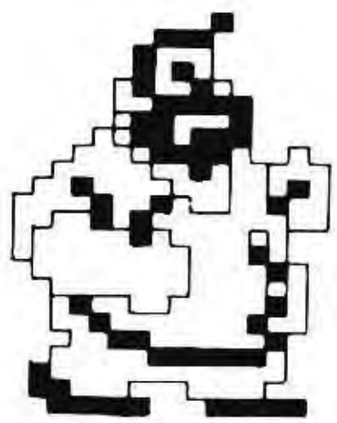


Olive throws things and Popeye has to pick them up while avoiding the attacks of Brutus, Seahag and Bernard. In round I, Olive throws hearts (♡); in round II, musical notes (♪); and in round III, letters of the alphabet. Try to pick them all up before they sink in the water.

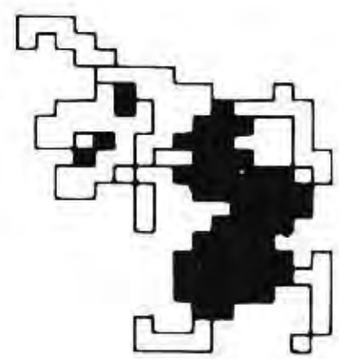


Popeye

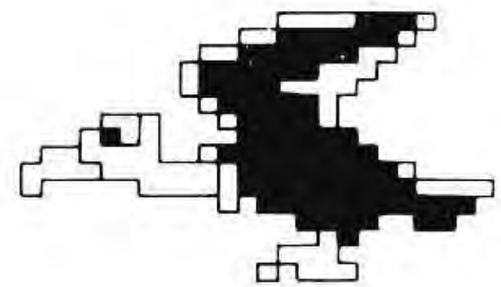
Olive



Brutus



Seahag



Bernard

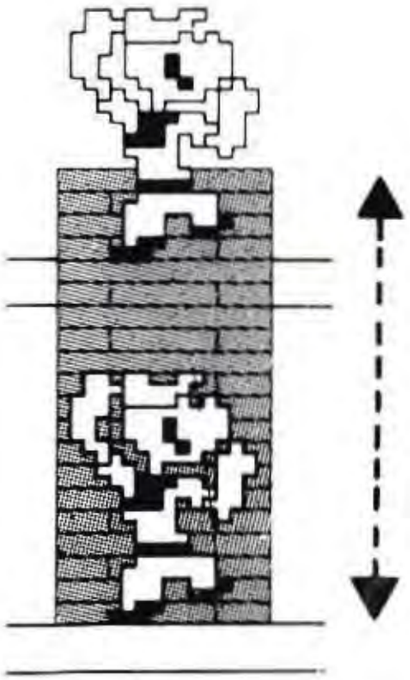
Popeye's purpose: To collect everything thrown by Olive.

Round I
Collect the hearts ♡

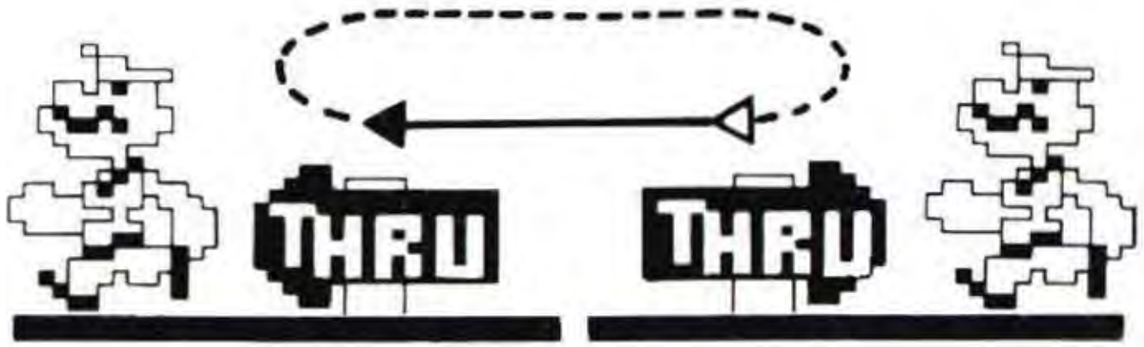
Round II Collect the musical notes ♪

Round III Collect the letters (H, E, L and P)

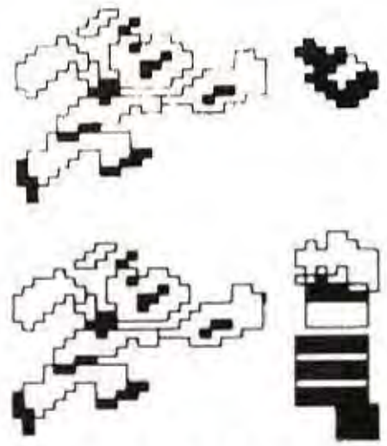
Tricks:



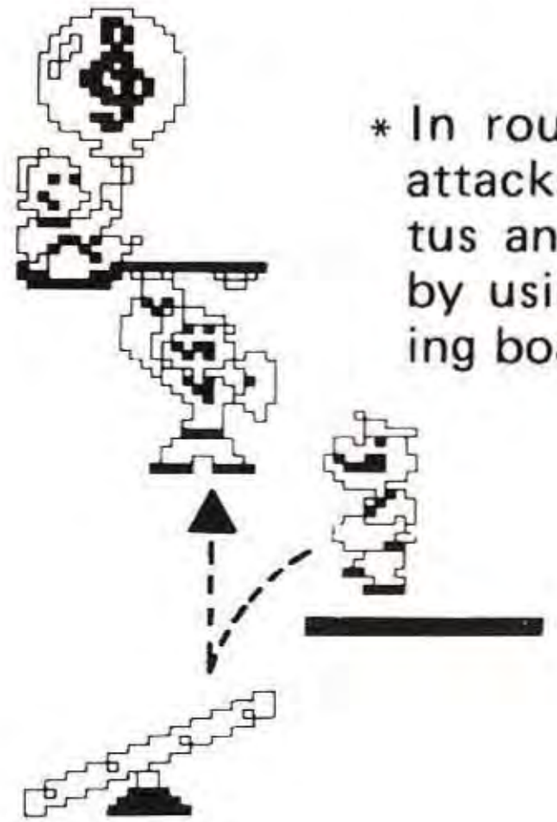
* Use the ladder.



* Popeye can take a shortcut by running through the side of the TV screen at the places shown below.

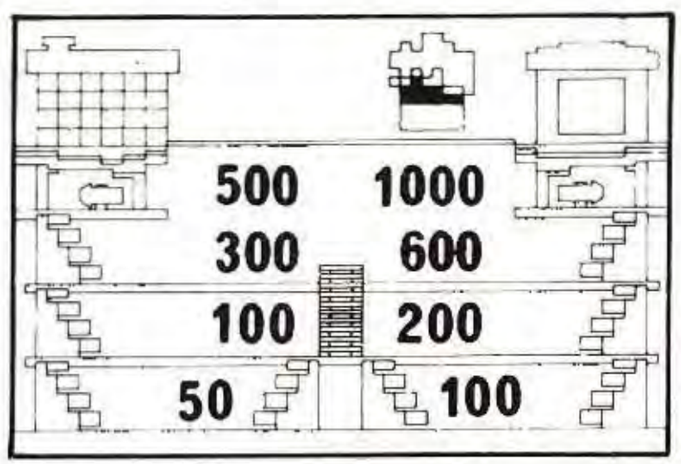


* Press the punch button to punch bottles, skulls and Bernard.
  If Popeye punches spinach, he will gain extra power for a while.

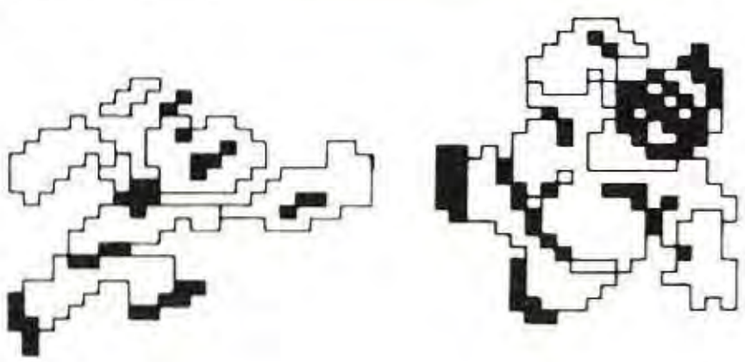


* In round II, avoid attacks from Brutus and the others by using the jumping board.

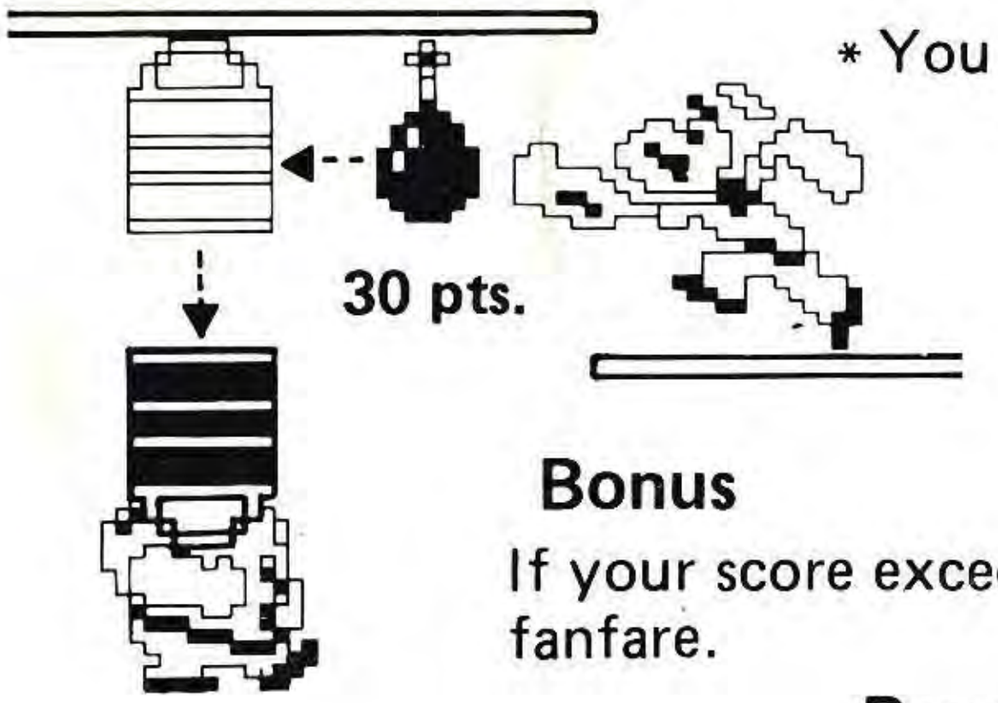
Scoring



* Points for hearts, musical notes, and letters differ depending on which floor they are picked up on. Popeye scores double when he is powered up by spinach.



* When Popeye is powered up by spinach, he can knock out Brutus (3,000 pts.). Popeye also scores for punching bottles, skulls or Bernard (100 pts. for bottles and skulls, 1,000 pts. for Bernard).

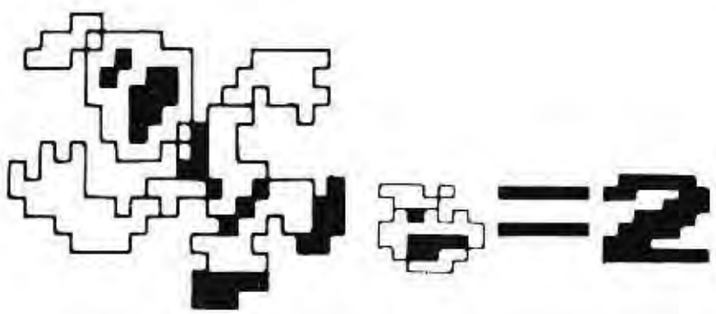


* You also get points when you cover Brutus with the tub. You gain more points on the lower floors.

3rd floor	1,000 pts.
2nd floor	2,000 pts.
1st floor	4,000 pts.

Bonus

If your score exceeds 20,000 pts., you get one extra Popeye and a fanfare.

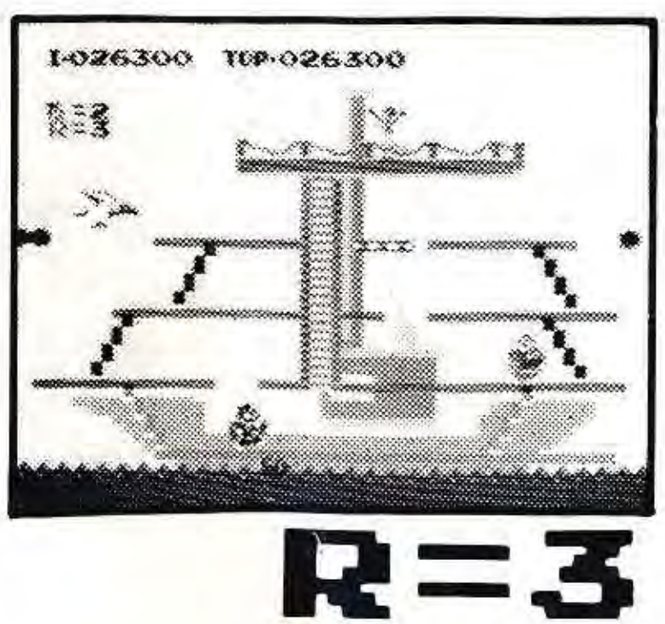


Beware!

The following are deadly to Popeye:

1. Popeye is bumped by Brutus or Bernard.
2. Popeye is hit by an up/down attack from Brutus.
3. A bottle thrown by Brutus hits Popeye.
4. A skull thrown by Seahag hits Popeye.
5. A heart, musical note, or letter sinks in the water.

When any of these occur, one Popeye is lost. The game is over when all Popeyes have been lost.



Rounds

After you pick up everything, you proceed to the next round. The higher the round, the more often Popeye gets attacked. Compete to see who gets the highest score or who lasts the most rounds!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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